

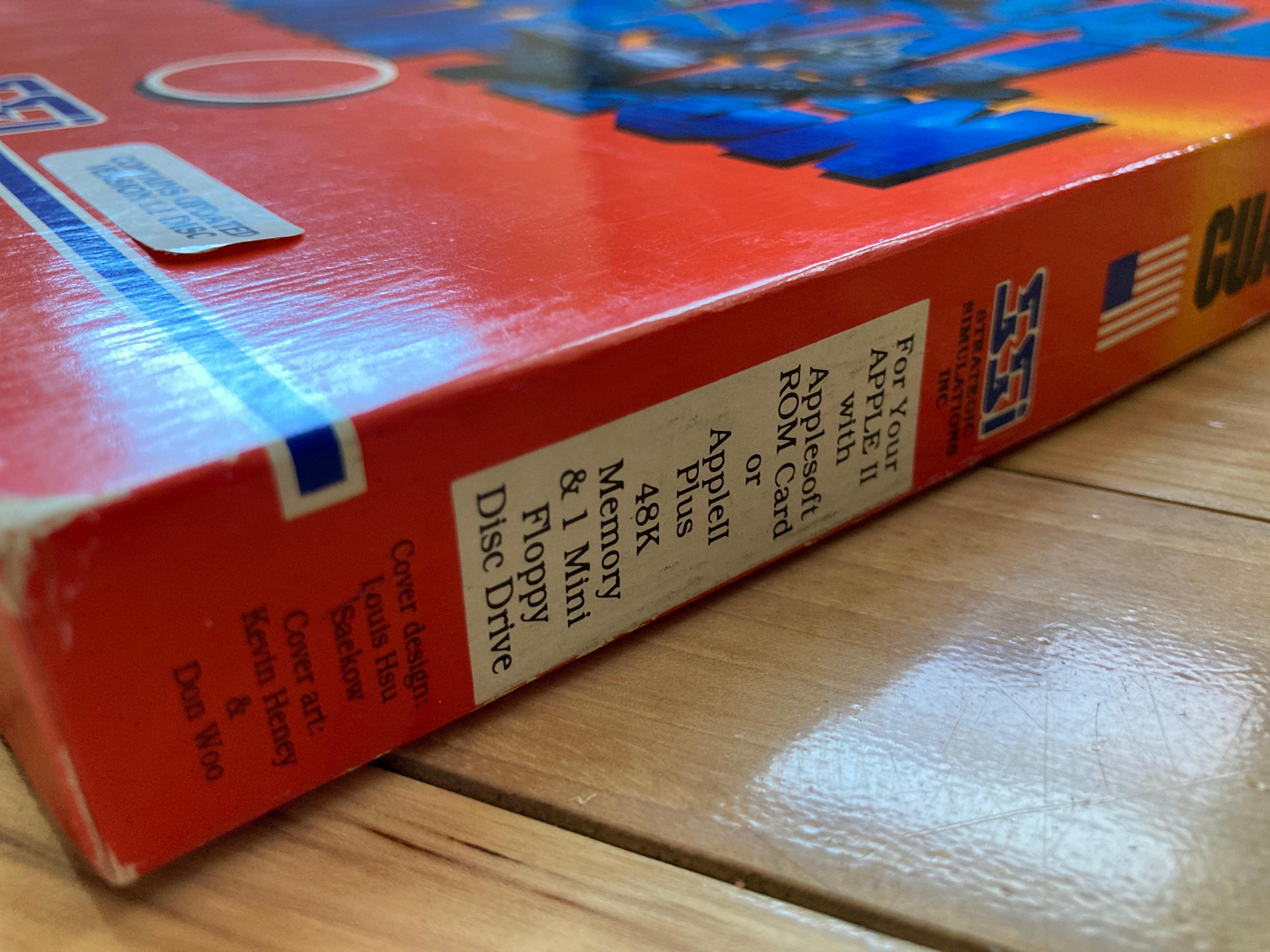


CONTAINS UPDATED VERSION 1.1 DISC

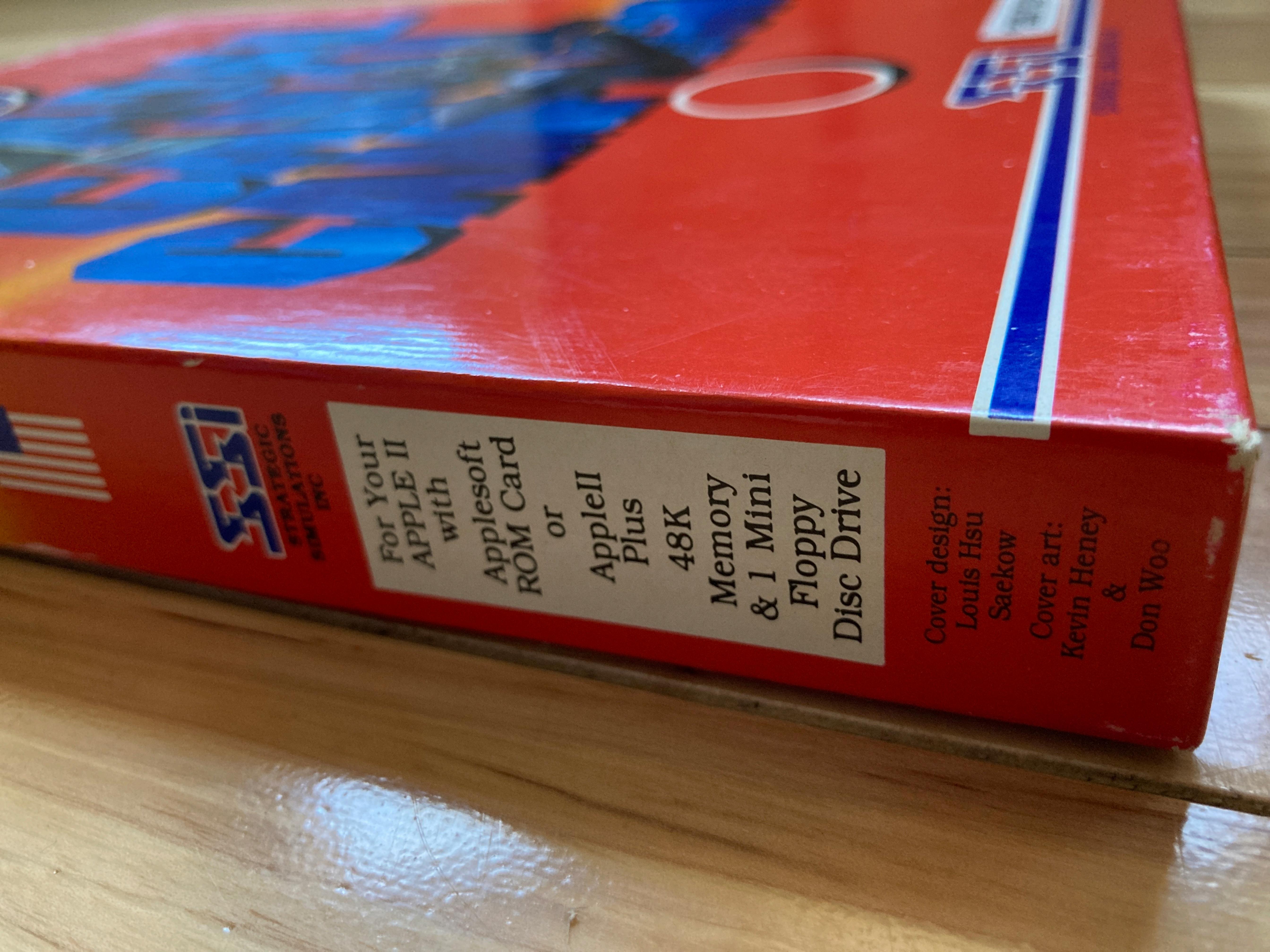
STRATEGIC SIMULATIONS INC.







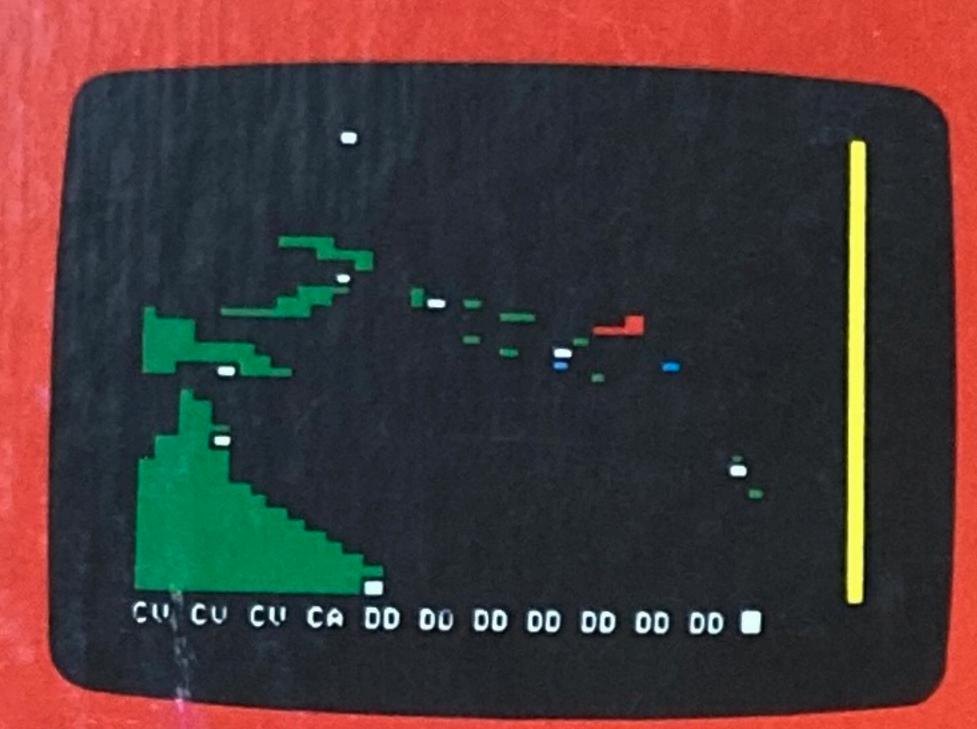








### THE VERY FIRST MONSTER COMPUTER WARGAME!



Colorful search map: green areas are land masses; blue blocks, Allied task forces; red, sighted Japanese task forces; and white, land bases.

18 FIGHTERS FROM CH-ENTERPRISE
ENGAGE AIP GROUP FROM CH-ZUIKAKU
14 FIGHTERS & 42 BOMBERS

WATE DESTROYED
WALE DESTROYED
ZEKE DESTROYED
LILDCAT DESTROYED \*\*\*
UAL DESTROYED
ZEKE DESTROYED
ZEKE DESTROYED
LILDCAT DESTROYED \*\*\*

Combat Air Patrol intercepting Japanese carrier air strikes.

	F4F	SBD	TBF	B17
HENDERSON FIELD	26	20	2	C
ESPIRITU SANTO	23	C	0	39
BRISBANE	C	0	C	e
CU-ENTERPRISE	34	36	12	e
CU-HORNET	36	36	15	C
PRESS (C) TO CONT	INUE			

Aircraft status on U.S. bases and carriers for the "Santa Cruz" scenario.



Details of a U.S. task force during the "Coral Sea" scenario, one of the four mini-games.

If you think that this game is full of giant apes and squids slugging it out, this is not for you! Put this box down right now and start looking for some of our space, fantasy, sports, and general-topic games.

But if you are an ardent wargamer and know that we're talking
about a strategy simulation of immense scale.... ah, rejoice!
(A "whoopeee!" will do.) Because
here in your hot little hands is one
of the finest computer or board
monster wargames ever made!

Our playtesters have forsaken sleep, food, even lustful pleasures — oh, most gladly and willingly — to play this 40-to-80-hour-long simulation of one of America's most devastating conflicts against Japan during World War II. And all have proclaimed it a superb game. Some consider it SSI's best to date!

To fully describe it without your hands-on experience is an exercise in futility. So here is a brief glimpse to make sure you do get your hands on it:

### MONSTROUS & COMPLEX...

starts on August 7, 1942 and ends on December 31, 1942. That's 147 days, each divided into one AM and one PM turn to give 294 turns in all. Every Japanese and American warship that historically participated in the campaign is included and exhaustively rated for speed, cargo/plane-carrying capacity, damage points, and number of main guns, secondary anti-aircraft guns and torpedo tubes.

### YET SIMPLE & EASY TO PLAY.

Despite its seeming immensity and complexity, this game is extremely easy to play. In fact, a child could play it. (Of course, he'll get creamed, but he will be able to play it.) All this is made possible by the well-written program that makes full use of the computer's versatile, steel-trap memory (whose first job is to record all moves so you can save a game for resumption later).

### THE GREAT COMPUTER

The computer provides a colorful search map and allows for realistic

battle conditions such as hidden movement, limited intelligence, and inaccurate ship sightings. During tactical battle, it resolves every combat down to the last ship and plane!

### YOU ARE THE MASTERMIND

With the computer taking all the grueling drudgery out of the action, you are free to concentrate on strategic planning. You must form task forces from your fleet, provide them with a mission, and deploy them wisely. You must not only deal with the complex interaction of infantry, ships and planes, but with the smaller details such as loading transports and training carrier pilots.

Yet even here, the computer makes it all very simple by prompting you at every move and decision. It also gives you a pipeline-of-ships report so you know when repaired ships and reinforcements will be available.

If the Japanese High Command had an administrator this good, it might well have taken Henderson Field and won the Guadalcanal campaign!

### SHORTER SCENARIOS

When a long, drawn-out game is neither feasible nor desirable, we've provided for shorter scenarios.

First, there is the "abridged" campaign that starts on October 1, which is a mere 184-turn game that lets you bypass preparatory details to jump right into the heat of battle. Then there are four minigames that range from four to twelve turns, one of which is the Battle of the Coral Sea. You can polish off any one of these games in two to four hours.

Finally, when you've lost all your friends from neglect and your last playing partner has relented to the demands of the real world, there is always the solitaire game. Here, the computer takes on the role of the Japanese so you can continue to live and breathe GUADALCANAL CAMPAIGN!

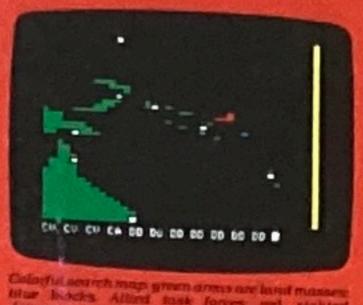
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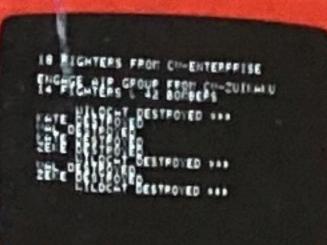




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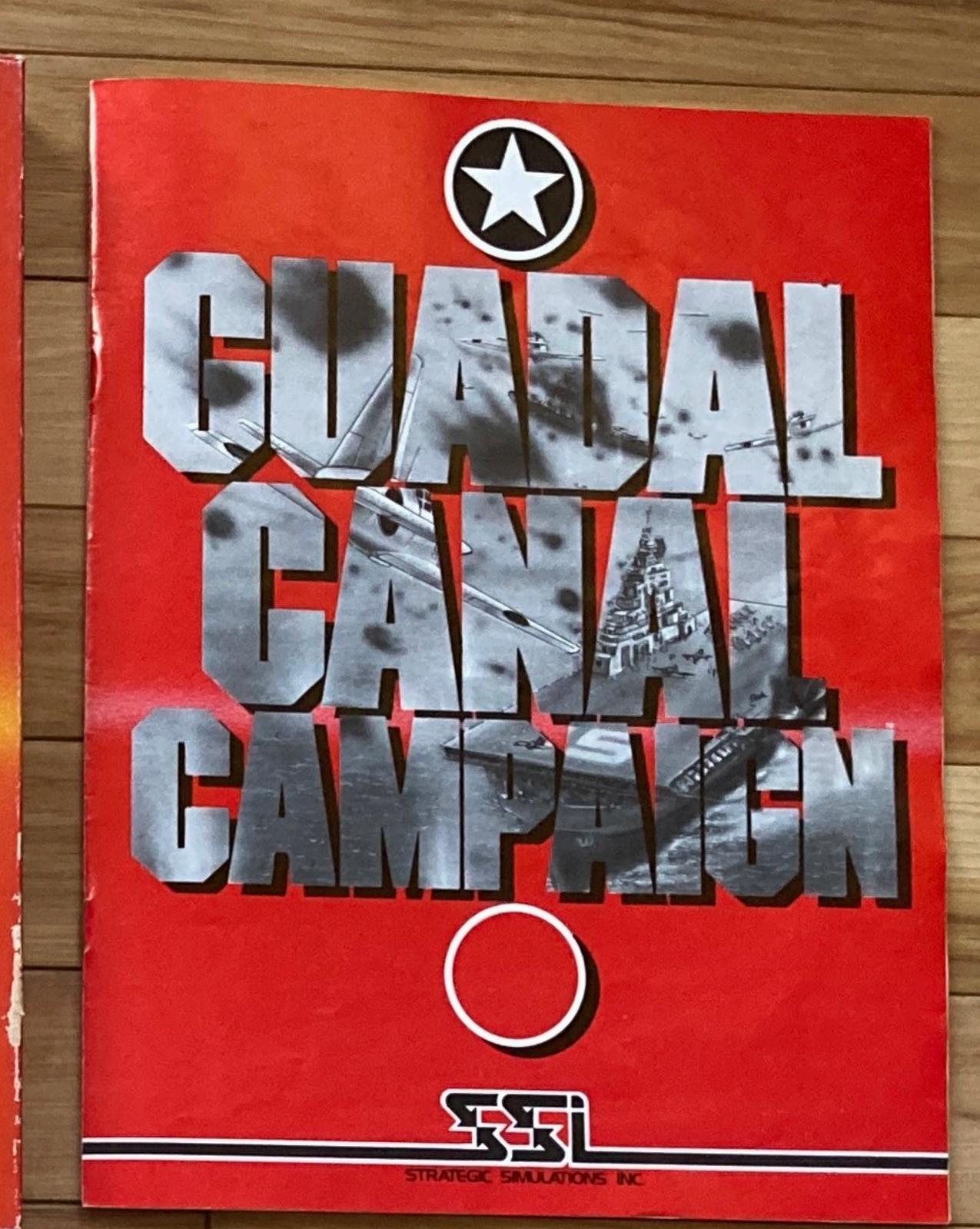
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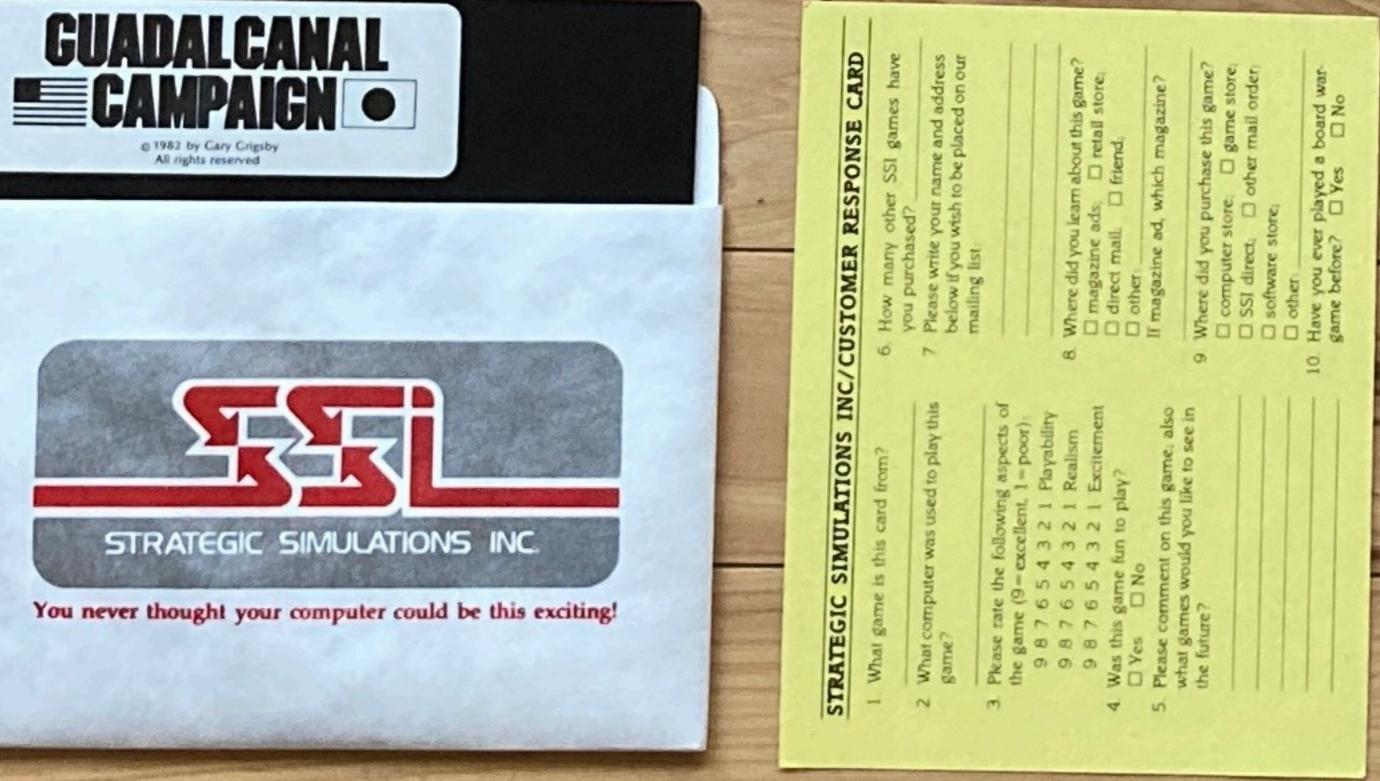
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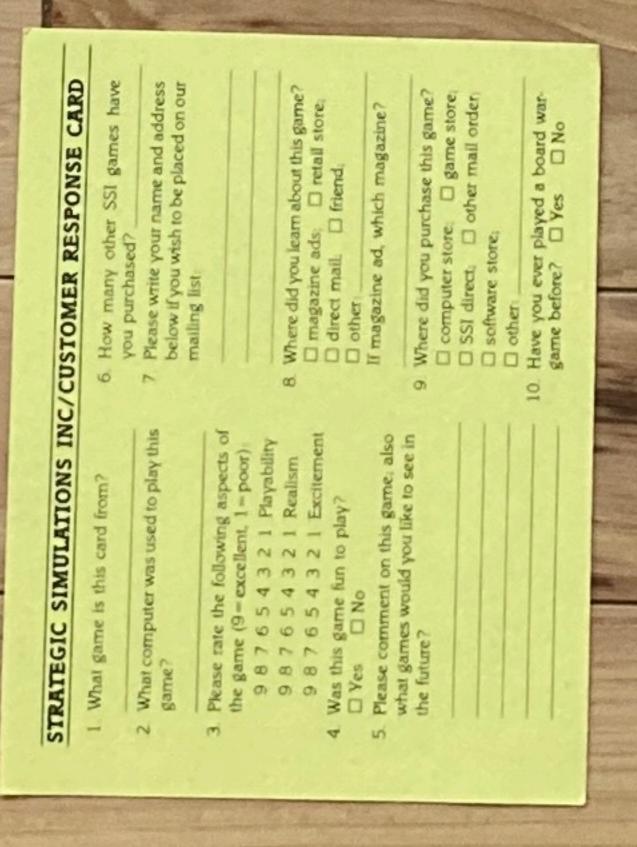
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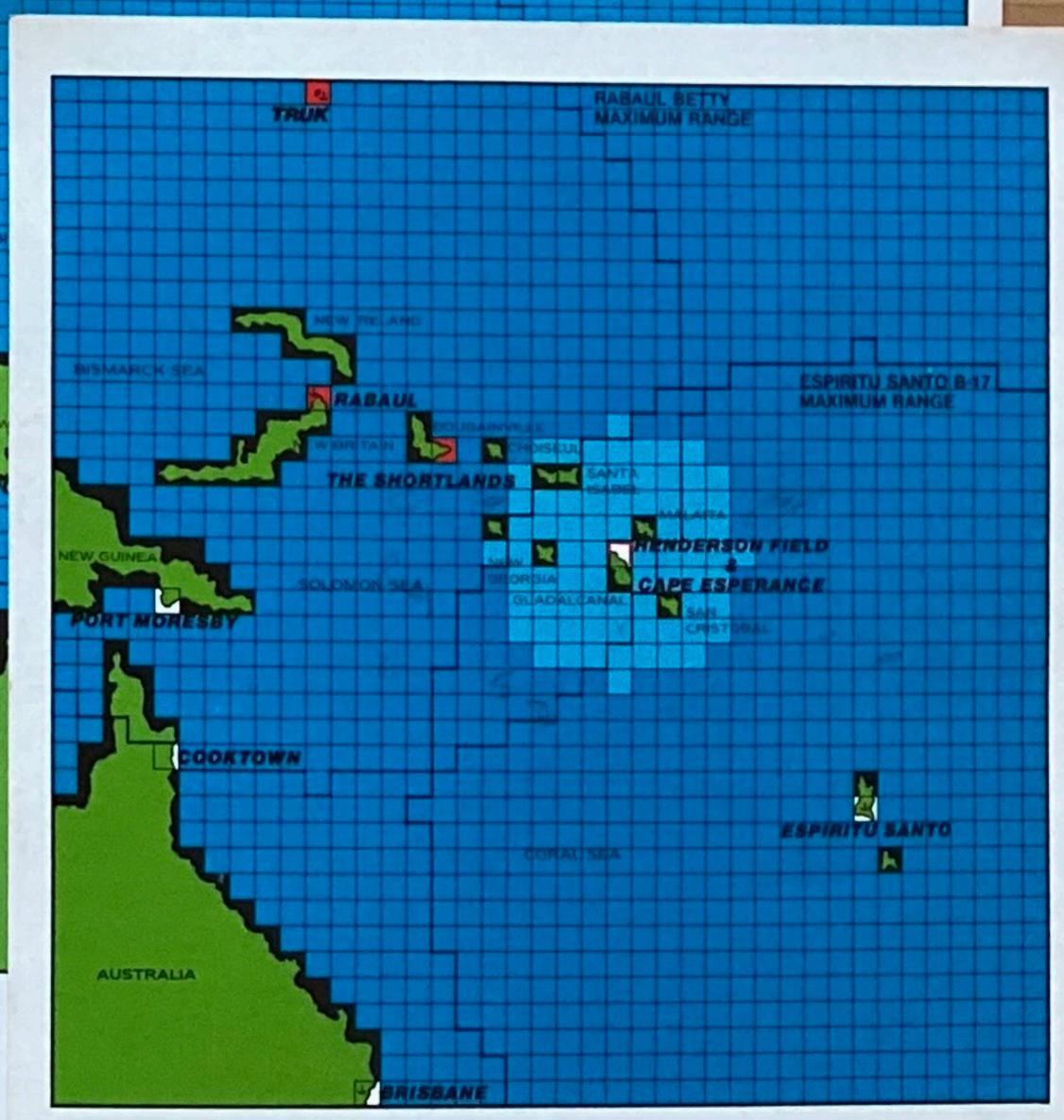
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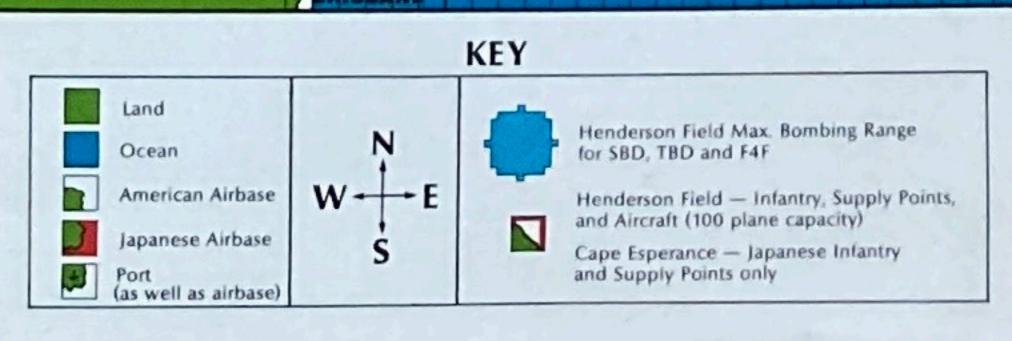












## GUADALGANAL EGAMPAIGN O

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STRATEGIC SIMULATIONS INC.

You never thought your computer could be this exciting!

6. How many other SSI games have by you purchased?

MATEGIC SIMULALLE



